Project
Tomorrow

2010
Speak Up

Learning, Communication, and 21st Century Skills: Students Speak Up

Grades: K-2 Group Survey

Subjects: Language Arts, Math, Technology

Suggested Time: One Class Period (35 minutes)

Lesson Overview

Students will reflect on learning, communications, and preparation for future jobs, including the roles that technology and the Internet play in these areas. There are 6 suggested activities listed in this lesson plan. Start with the warm-up activity and select any of the activities that are appropriate for your students. The wrap up activity is a great way to get your students ready for participating in the Speak Up survey.

Activity List

- Warm-up Exercise – What Is Technology? (10 minutes)

- Class Discussion – How Do You Like to Learn? (15 minutes)

- Group Activity – Video games as part of the school day (10 minutes)

- Group Activity – Our Voices, Our Futures (15 minutes)

- Complete the Speak Up Survey (15-20 minutes)

- Extension – Compare results of your school with the national data (optional)

Objectives

Students will:

1). Define computer, the Internet, and technology

2). Discuss their opinions and findings with peers

3). Write and share their ideas

4). Engage in civic responsibility by sharing their ideas with their school community and contributing to a national survey

5). Suggest ways that technology and the Internet use can be improved in their school

Resources

- Poster board or white board to record ideas

- Paper and pencils for students

Teacher Preparation

- Confirm registration of your school at http://www.speakup4schools.org/speakup2010/

- Print out the Speak Up survey for the class if taking the K-2 Group Survey. (See below the box for instructions.)

- Review the survey and determine the best way to engage the students.

- Note: For younger students, you may want to split the survey into two class sessions depending on their attention span.

Instructions for Completing the Survey with Your Class – The survey is open until 12/17/10

1) **Group survey:** If you are administering the K-2 survey as a group exercise, we've included the survey questions at the end of this lesson plan. **For verification purposes, the program will prompt you for the total number of students in your class and will use this information to ensure the accuracy of your subsequent responses for each option**.

2). As a class, ask the students to raise their hands to respond to each question and record the results. You can also work with a parent or older-student volunteer to help you tabulate the responses and enter the data into the online survey.

3). Note: For some questions, you may want to receive responses as written answers to protect the students' privacy.

4). The last question is open-ended. We recommend that you facilitate a 5-minute class discussion to select your group's favorite answer.

5). When you (or your class representative) are ready to enter all of the survey data, go to **http://www.speakup4schools.org/speakup2010/** to enter the results. You will need your school name, state, and secret word. Please be sure that you have enough time to complete the survey (about 15-20 minutes).

6). Please encourage the parents to participate in Speak Up as well. A flyer is available at http://www.tomorrow.org/speakup/downloads/PromoMaterial_SpeakUpFlyer.pdf for you to print out and send home with your students.

Vocabulary

The Speak Up surveys ask questions about the tools that the students use for learning inside and outside of the classroom. In preparation for the survey, discuss any new terminology with students.

- Critical thinking
- Desktop computer
- Digital camera (Flip Camera, webcam)
- Digital Reader (such as: Kindle, Sony Digital)
- Document camera
- Firewalls
- Hand held game like Nintendo DS, GameBoy or Leapfrog
- Instant Messenger
- Interactive Whiteboard (SmartBoard, Polyvision)
- Laptops, Netbooks and Notebooks

- MP3 player or iPod
- Online class/courses
- Online textbooks
- Podcast
- PowerPoint
- School portal (Blackboard, Moodle)
- Search engine
- SmartPhone, (PDA's: Blackberry, iPhone, Droid)
- Simulations
- Skype
- Social Networking
- Tablet PC (such as iPad)

- Text messaging
- Video game player like xbox, Nintendo or Wii
- Virtual Worlds (like Webkinz, Club Penguin or Whyville)
- Web logs (Blog, Xanga)
- Website

Assessment

Teachers can evaluate the students on their preparation and participation in group and class discussions.

Classroom Activities

The following activities are designed to engage the students in the survey experience and understand the importance of their participation. You may choose to do all or some of these exercises.

1. Warm Up Exercise – What Is Technology? (10 minutes)

Tell students that they are going to be taking a survey about how they use computers and the Internet. Students just like you all over the United States are filling out this survey so that adults can learn more about how students use technology.

Introduce the survey by talking about computers. Computers are big and small. They are inside all kinds of things that you use every day. Ask your students to brainstorm some things that people do with computers (e.g. make sounds, draw pictures, play movies, write letters, et cetera). *What are some examples of things that you do with computers?*

Have students come up with ideas and write them where they can be seen.

Tell the students that different types of technology may include: computers, printers, cell phones, digital cameras, and so on. This survey is going to ask about computers and technology. *Now that we all know what technology is, let's think about how we use it in school.* Ask students to identify which technologies they use for school and write them on the board. Next, review this sample survey question with the class.

How do you use computers for schoolwork?

- o Check on my grades
- o Complete assignments
- o Create a PowerPoint or a video
- o Do science experiments
- o Email, IM or text message my teacher
- o Email, IM or text message my friends
- o Learn how to type on the computer
- o Listen to books being read out loud

- o Send my homework to my teacher
- o Play learning games
- o Practice my writing
- o Practice my math
- o Take tests
- o Use the Internet to learn about things
- o Watch videos about science
- o None of the above

Now engage the students in a conversation about how they use the Internet outside of school. Students may come up with ideas that are not listed in the survey. Ask the students to share some of their favorite things to do during free time or fun time. Next review the sample question below with the class.

How do you use the Internet outside of school?

- o Do art projects
- o Download or listen to music
- o Play in 3D virtual worlds like Webkinz, Club Penguin or Whyville
- o Play video or online games
- o Send emails or instant messages
- o Update my profile on websites like Webkinz, Club Penguin, or Whyville
- o Go to websites to learn about things
- o Write for a blog (like a journal)

- o Watch videos
- o Go to websites for TV shows or sports
- o Share photos
- o Create a list of websites I want to share with others
- o I don't use the Internet outside of school
- o None of the above

Compare the uses of technology at school and at home. *How are they the same? How are they different?*

2. Class Discussion – How Do You Like to Learn Science? (15 minutes)

Review the sample survey questions below. As a class, discuss how the students like to learn science. *Do you like group activities? Using the computer? Learning about careers? How much (or how little) is technology involved in the way you like to learn? Are there other ways you can see technology helping you with these subject areas?*

What would make learning science more interesting for you? (Check all that apply)

- o Do experiments in a virtual lab
- o Do a science project in my neighborhood
- o Go on a virtual field trip to a zoo or aquarium
- o My teacher likes science
- o Play games that use science
- o Read my science textbook
- o See a video about the topic

- o Take an online class from a teacher that likes science
- o Talk to scientists through a camera in the computer
- o Use animations
- o Use real science lab tools to do experiments
- o None of the above

Have the students share their ideas for learning science. Students can create posters illustrating one new thing they like about learning science.

Speak Up Lesson Plan
Grades K-2 Survey

Project
Tomorrow

2010
Speak Up

3. Group Activity: Video games as part of the school day (10 minutes)

Ask the students to brainstorm a list of how video games could be helpful in the classroom. Encourage them to be creative. Then, have them respond to the question below from the survey. Ask students to think of specific subjects that would benefit from the use of video games. Have students share their ideas about how video games might be helpful in the classroom with each other.

How would playing games like that help you in your schoolwork?

- o I would learn more about the subject
- o I would be more interested in the subject
- o I would learn how to work in teams
- o Games make it seem easier to learn
- o School would be more fun
- o I could work on my own

- o I could try new things with the game
- o I would know what I have learned
- o I would try harder
- o I don't know
- o None of the above

4. Group Activity – Our Voices, Our Futures (15 minutes)

Unlike adults and older students, your students may not have thought much about creating tools that would make their learning more fun or exciting. As with previous years, the Speak Up survey concludes with an open-ended question that focuses on big-picture thinking. This year the question is about a cell phone game that students would like to create.   Have students spend 5 minutes writing their ideas down. Share ideas and pick several favorite ideas to share.

Open Ended Question:

Imagine you have the job of designing a new cell phone game to help students learn. What would your game do? How would it help you learn? Be creative!

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5. Complete Speak Up Survey (15 - 20 minutes)

Follow the instructions on page 2 of this lesson plan to complete the online Speak Up survey.

6. Extension – Compare results of your school with the national data

School contacts will be notified when the Speak Up data is available in February 2011. Your school's data will be accessible with a special admin password. Students and teachers can access aggregated results for their own school as well as their district and to see how their experience with technology and the Internet relates to other youth. Speak Up will compile the results and share with local, state, and national decision-makers.

The comparative national data provides rich opportunities for data and statistics activities that support your math objectives.

Speak Up Lesson Plan
Grades K-2 Survey

Project
Tomorrow

2010
Speak Up

Curriculum Standards

McREL Standards

From Content Knowledge, 3rd Edition, a compilation of content standards for K-12 curriculum, created by Mid-continent Research for Education and Learning (McREL).

> *Listening and Speaking K-5*

Standard 8: Uses listening and speaking strategies for different purposes
http://www.mcrel.org/compendium/standardDetails.asp?subjectID=7&standardID=8

> *Writing K-5*

Standard 1: Uses the general skills and strategies of the writing process
http://www.mcrel.org/compendium/standardDetails.asp?subjectID=7&standardID=1

> *Technology K-5*

Standard 3: Understands the relationships among science, technology, society, and the individual

http://www.mcrel.org/compendium/standardDetails.asp?subjectID=19&standardID=3

ISTE National Education Technology Standards

http://www.iste.org/standards/nets-for-students/nets-student-standards-2007.aspx

1. **Creativity and Innovation**

   Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

   a. apply existing knowledge to generate new ideas, products, or processes
   b. create original works as a means of personal or group expression
   c. use models and simulations to explore complex systems and issues
   d. identify trends and forecast possibilities

2. **Communication and Collaboration**

   Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

   a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
   b. communicate information and ideas effectively to multiple audiences using a variety of media formats.
   c. develop cultural understanding and global awareness by engaging with learners of other cultures
   d. contribute to project teams to produce original works or solve problems

3. **Research and Information Fluency**

Students apply digital tools to gather, evaluate, and use information. Students:

   a. plan strategies to guide inquiry
   b. locate, organize, analyze, synthesize, and ethically use information from a variety of sources and media
   c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks
   d. process data and report results

4. **Critical Thinking, Problem Solving, and Decision Making**

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

   a. identify and define authentic problems and significant questions for investigation
   b. plan and manage activities to develop a solution or complete a project
   c. collect and analyze data to identify solutions and/or make informed decisions
   d. use multiple processes and diverse perspectives to explore alternative solutions

Project
Tomorrow

2010
Speak Up

Speak Up Survey Grades K - 2

If you complete the K-2 Group survey – the program will prompt you for the total number of students in your class that participated in the survey. This information is used for data validation only.

1   What grade are you in?
- o   Preschool
- o   Kindergarten
- o   Grade 1
- o   Grade 2

2   Are you a…
- o   Girl
- o   Boy

3   Thinking about others in your class, do you…
- o   Know more than other students about technology
- o   Know about the same as other students about technology
- o   Know less than other students about technology

4   Which of these things do you have for your own use?
- o   Cell phone (no Internet)
- o   Smartphone or cell phone (with the Internet like an Blackberry, Droid, or iPhone)
- o   Desktop computer
- o   Laptop computer
- o   Netbook or mini-notebook computer
- o   Tablet PC (such as iPad)
- o   Digital Reader (such as: Kindle, Sony Digital)
- o   MP3 player or iPod
- o   Video Game Player like xBox, Nintendo or Wii
- o   Hand-held game like Nintendo DS, GameBoy or Leapfrog
- o   Other

5   What kind of computer do you use outside of school?
- o   A home computer with no Internet
- o   A home computer with slow Internet
- o   A home computer with fast Internet
- o   I only use the computer at a library or in my after school program
- o   I only use the computer at my school

6   **How often do you use the computers at your school?**
- o   Every day
- o   Sometimes
- o   Once in awhile
- o   Never
- o   I don't know

7   **How do you use computers for schoolwork? (Check all that apply)**
- o   Check on my grades
- o   Complete assignments
- o   Create a PowerPoint or a video
- o   Do science experiments
- o   Email, IM or text message my teacher
- o   Email, IM or text message my friends
- o   Learn how to type on the computer
- o   Listen to books being read out loud
- o   Send my homework to my teacher
- o   Play learning games
- o   Practice my writing
- o   Practice my math
- o   Take tests
- o   Use the Internet to learn about things
- o   Watch videos about science
- o   None of the above

8   **How do you use the Internet outside of school?**
- o   Create a list of websites I want to share with others
- o   Do art projects
- o   Download or listen to music
- o   Go to websites for TV shows or sports
- o   Go to websites to learn about things
- o   Play in virtual worlds like Webkinz, Club Penguin or Whyville
- o   Play video or online games
- o   Send E-mails or Instant Messages
- o   Share photos
- o   Update my profile on websites like Webkinz, Club Penguin, or Whyville
- o   Watch videos
- o   Write for a blog (like a journal)
- o   I don't use the Internet outside of school
- o   None of the above

9   **What is the best way for you to learn about being safe on the Internet?**
- o   From my friends
- o   From my parents
- o   From my teacher
- o   Learn on my own just by using computers
- o   Take a class after school (YMCA, Boys & Girls Club, Scouts)
- o   Take a special class at my school
- o   Take an online class
- o   Use computers in my class
- o   Watch videos about it
- o   I don't know

10   **You have an assignment to write a report. What is the first thing you would do? (select one)**
- o   Ask a friend for help
- o   Ask my teacher, family member or librarian for help
- o   Check my teacher's webpage for a list of resources
- o   Enter my topic in a search engine (e.g. Google, Bing, Yahoo etc)
- o   Find a book in the library
- o   Go to a website I already know
- o   Go to the websites my teacher suggests
- o   Go to Wikipedia
- o   Look in my textbook
- o   Search the online resource portal at my school
- o   Visit a website focused on the topic I am researching. (such as: NASA, National Geographic Society, White House)
- o   Visit newspaper, magazine, or news websites
- o   I don't know - I have never done this before

11   **What would make learning science more interesting for you? (check all that apply)**
- o   Do experiments in a virtual lab
- o   Do a science project in my neighborhood
- o   Go on a virtual field trip to a zoo or aquarium
- o   My teacher likes science
- o   Play games that use science
- o   Read my science textbook
- o   See a video about the topic
- o   Take an online class from a teacher that likes science
- o   Talk to a scientist through a camera in the computer
- o   Use animations
- o   Use real science lab tools to do experiments

o   None of the above

12 How would you use a cell phone or MP3 players (iPod) for schoolwork? (Check all that apply)

- o   Check my grades
- o   Do research on the Internet
- o   Email, IM or text message my classmates
- o   Email, IM or text message my teacher
- o   Help others in my class
- o   Make a video or podcast
- o   Play learning games
- o   Read books online
- o   Send my homework to my teacher
- o   Use the Internet to learn about something
- o   Translate a word

13 Pretend you are building a new school. What would you include in that new school for kids to use? (Check all that apply)

- o   Ability to use the Internet anywhere at school
- o   Cell phones or smartphones to use at school
- o   Document camera (called an ELMO)
- o   Email, instant messaging and text messaging
- o   Interactive whiteboards (such as: Smartboard, Polyvision)
- o   Laptop computer for every student
- o   MP3 players or iPods
- o   Online, computer and video games
- o   Online classes
- o   Online textbooks
- o   Projectors for the computers
- o   School website or portal
- o   Simulation
- o   Tablet PC (such as iPad) for each student
- o   Tools to create podcasts or videos
- o   Tools to help me organize my schoolwork
- o   Tools to work with others (such as: blogs, wikis, GOOGLE Docs, etc)
- o   Other

14 Read these sentences. Check the box if you agree with them. (Check all that apply)

- o   I am bored
- o   I am safe on the Internet
- o   I do not feel safe at school
- o   I do well in school

- o   I feel safe at school
- o   I have adults I can talk to
- o   I have problems in school
- o   I like what I'm learning in school
- o   I want to work hard
- o   My parents ask me about school
- o   My school cares about me
- o   I don't like school

15 Imagine you have the job of designing a new cell phone game to help students learn. What would your game do? How would it help you learn? Be creative!